
Subject: Hole in the Box!

Posted by [Anonymous](#) on Thu, 07 Nov 2002 14:01:00 GMT

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How do i put a hole in a box?? And can i textured??

Subject: Hole in the Box!

Posted by [Anonymous](#) on Thu, 07 Nov 2002 14:19:00 GMT

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Hole in a box huh? what kind of box? 4 sided box made of plane?if you said yes, make sure it is 3 by 3 segments when you make it. then click on box and right click, convert to > mesh. then on the toolbar on the right hit the symbol that looks like 3 little red dots, when you click on it the box should have little dots on it, those are your points of articulation, they help you shape polygons. now you want to click the button that looks like a triangle and click on the polys where you want the hole, select them and hit delete.play around with this technique until you learn to do what you want.depending on what your doing, you will want an interior for the box. the other guys can explain boolean and that crap. I really just peice everything together with new planes and shapes.

Subject: Hole in the Box!

Posted by [Anonymous](#) on Thu, 07 Nov 2002 16:10:00 GMT

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boolean can sumtimes mess up textures, but usually only if its a complex object

Subject: Hole in the Box!

Posted by [Anonymous](#) on Fri, 08 Nov 2002 05:27:00 GMT

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quote:Originally posted by Maimer1:boolean can sumtimes mess up textures, but usually only if its a complex objectNegative ---you should always make the model *first* before you texture ---that way you dont have to worry about texture rip.IMHO

Subject: Hole in the Box!

Posted by [Anonymous](#) on Fri, 08 Nov 2002 05:48:00 GMT

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I agree
